

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method, comprising:
receiving one or more information attributes to be applied to an object;
determining if the one or more information attributes are in contention with one or more
geometry attributes of the object; and
when the one or more information attributes are in contention with the one or more geometry
attributes, modifying the one or more geometry attributes to reduce the contention
with the one or more information attributes;
wherein the geometry attribute is a visible defined geometric space on a display and the
information attribute is related to data presented within the visible geometric space.
2. (Original) The method of claim 1, wherein the contention between the geometry
attributes and the information attributes is reduced without modifying the information
attributes.
3. (Original) The method of claim 1, wherein the modified one or more geometry
attributes are proportional with the one or more information attributes.

4. (Original) The method of claim 1, wherein the geometry attributes are derived from the object.
5. (Original) The method of claim 1, wherein the geometry attributes are derived from an input image of the object.
6. (Original) The method of claim 1, further comprising:
combining the modified geometry attributes and the information attributes to form a texture map.
7. (Currently Amended) A computer readable medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to perform a method, comprising:
receiving one or more information attributes to be applied to an object;
determining if the one or more information attributes are in contention with one or more geometry attributes of the object; and
when the one or more information attributes are in contention with the one or more geometry attributes, modifying the one or more geometry attributes to reduce the contention with the one or more information attributes;
wherein the geometry attribute is a visible defined geometric space on a display and the information attribute is related to data presented within the visible geometric space.

8. (Original) The computer readable medium of claim 7, wherein the contention between the geometry attributes and the-information attributes is reduced without modifying the information attributes.
9. (Original) The computer readable medium of claim 7, wherein the modified one or more geometry attributes are proportional with the one or more information attributes.
10. (Original) The computer readable medium of claim 7, wherein the geometry attributes are derived from the object.
11. (Original) The computer readable medium of claim 7, wherein the geometry attributes are derived from an input image of the object.
12. (Original) The computer readable medium of claim 7, further comprising:
combining the modified geometry attributes and the information attributes to form a texture map.

13. (Currently Amended) A system, comprising:

a processor;

a memory coupled to the processor;

a storage device coupled to the memory and the processor, the storage device comprising:

a geometry modifying code to modify one or more geometry attributes of an object to

create new geometry attributes that reduce contention with one or more

information attributes of the object; and

a texture map generating code to combine the new geometry attributes with the

one or more information attributes to create a texture map to be applied to

the object;

wherein the geometry attribute is a visible defined geometric space on a display and the

information attribute is related to data presented within the visible geometric space.

14. (Original) The system of claim 13, wherein the storage device further comprising: an information attribute receiving code to receive the information attributes to create the texture map.

15. (Original) The system of claim 13, wherein the geometry modifying code modifies the one or more geometry attributes of the object to preserve informative content of the information attributes.

16. (Original) A graphics pipeline apparatus, comprising:
a geometry modifier operable to modify one or more geometry attributes of an object to
create new geometry attributes that reduce contention with one or more information
attributes of the object; and
a texture map generator operable to combine the new geometry attributes with the one or
more information attributes to create a texture map for the object;
wherein the geometry attribute is a visible defined geometric space on a display and the
information attribute is related to data presented within the visible geometric space.

17. (Original) The apparatus of claim 16, further comprising:
an information attribute receiver operable to receive the one or more information attributes
to create the texture map.

18. (Original) The apparatus of claim 17, wherein the information attribute receiver
includes an attribute separator to separate the information attributes from background
attributes.

19. (Original) The apparatus of claim 16, wherein the geometry modifier modifies the
one or more geometry attributes of the object to preserve informative content of the
information attributes.